

The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently amended) A method for authorizing a manual payment of a gaming jackpot, comprising:

receiving a jackpot winning signal from a gaming machine at a jackpot server, the jackpot winning signal including a jackpot value of a jackpot won by a player;

receiving a payment user transaction signal at the jackpot server, the payment user transaction signal including a payment user identifier and a jackpot transaction value inputted by a payment attendant, the payment user identifier identifying the payment attendant;

comparing the jackpot value of the jackpot winning signal to the jackpot transaction value of the payment user transaction signal at the jackpot server and generating a confirmed jackpot value if the jackpot value of the jackpot winning signal is equal to the jackpot transaction value of the payment user transaction signal;

authorizing transfer of the confirmed jackpot value to the player without a requirement for a human corroborating payment witnessing user; and

creating a record of the authorized transfer.

2. (Original) The method of claim 1 wherein creating a record of the authorized transfer comprises printing a jackpot payment transaction receipt including indicia indicating that authorization was granted without the requirement for a corroborating payment witnessing user.

3. (Original) The method of claim 1, further comprising:
suspending said gaming machine to prevent further gaming play thereon.

4. (Original) The method of claim 3, further comprising:
transferring the confirmed jackpot value to the player.

5. (Original) The method of claim 4, further comprising:
releasing the gaming machine to permit gaming play thereon.

6. (Previously presented) The method of claim 1, further comprising:
generating an unconfirmed jackpot value signal if the jackpot value of the jackpot winning signal is not equal to the jackpot transaction value of the payment user transaction signal; and
generating a witness summoning signal.

7. (Original) The method of claim 1, further comprising:
comparing the jackpot value of the jackpot winning signal to a maximum jackpot witness-less manual payment value; and
requiring a corroborating payment witnessing user if the jackpot value of the jackpot winning signal is greater than a witness-less jackpot manual payment maximum value.

8. (Currently amended) An article comprising a storage medium, said storage medium having stored thereon instructions that, when executed by a computing device, result in:
receiving a jackpot winning signal from a gaming machine at a jackpot server, said jackpot signal including a jackpot value of a jackpot won by a player;
receiving a payment user transaction signal at the jackpot server, said transaction signal including a payment user identifier and a jackpot transaction value inputted by a payment attendant, the payment user identifier identifying the payment attendant;
comparing the jackpot value of said jackpot signal to the jackpot transaction value of said transaction signal at the jackpot server and generating a confirmed jackpot value if the jackpot value of said jackpot signal is equal to the jackpot transaction value of said transaction signal;
authorizing transfer of the confirmed jackpot value to the player without a requirement for a human corroborating payment witnessing user; and
creating a record of the authorized transfer.

9. (Currently amended) A method for corroborating a gaming machine jackpot payment, comprising:
generating a jackpot winning signal corresponding to a jackpot won by a ~~gaming~~ player of a gaming machine, said jackpot winning signal including a jackpot value;
determining a jackpot payment user authorization, including identifying a jackpot payment user and determining if the jackpot payment user is authorized to transfer the jackpot value to the winning player;
comparing the jackpot value of said jackpot winning signal to a jackpot manual witness payment value at a jackpot server;

declining to authorize the jackpot payment user to credit the jackpot value to the winning player if the jackpot value of said jackpot winning signal is greater than the jackpot manual witness payment value; or

verifying the jackpot value if the jackpot value of said jackpot winning signal is equal to the jackpot manual witness payment value;

creating a jackpot transaction record at the jackpot server indicating authorization of a transfer of the jackpot value without a human corroborating jackpot payment user; and

authorizing the jackpot payment user to credit the jackpot value to the winning player without a human jackpot payment corroborating witness.

10. (Original) The method of claim 9 wherein creating a jackpot transaction record comprises printing a jackpot payment transaction receipt including indicia indicating that authorization was granted without the requirement for a corroborating payment witnessing user.

11. (Original) The method of claim 9 wherein the jackpot winning signal includes at least one of chronological data or a gaming machine identifier.

12. (Original) The method of claim 9 wherein determining a jackpot payment user authorization comprises determining a jackpot manual payment permission of the jackpot payment user.

13. (Original) The method of claim 9 wherein determining a jackpot payment user authorization comprises:

comparing a jackpot payment user identification code entered at the gaming machine to a stored jackpot payment user identification code; and

authorizing the jackpot payment user to credit the jackpot value to the winning player without a jackpot payment corroborating witness if the entered identification code matches the stored identification code.

14. (Original) The method of claim 9 wherein determining a jackpot payment user authorization comprises generating a jackpot manual payment permission request for the jackpot payment user if said jackpot payment user does not have an associated jackpot manual payment permission.

15. (Original) The method of claim 14, further comprising:
logging the jackpot manual payment permission request.

16. (Original) The method of claim 9, further comprising:
crediting the jackpot value to the winning player.

17. (Currently amended) The method of claim 16 wherein crediting the jackpot value to the winning player comprises dispensing to the winning player cash equal to the jackpot value, dispensing to the winning player a check in the amount of the jackpot value, assigning a credit equal to the jackpot value to a credit meter of the gaming machine, or assigning a credit equal to the jackpot value to an account of the winning player.

18. Canceled

19. (Previously presented) The method of claim 9 wherein the jackpot manual witness payment value is a selectable value.

20. (Original) The method of claim 9, further comprising:
storing parameters of the jackpot value credit authorization in a jackpot payment database.

21. (Original) The method of claim 20 wherein parameters of the jackpot value credit authorization include at least one of the jackpot value, a gaming machine identifier, gaming machine chronological data, and a jackpot payment user identifier.

22. (Currently amended) A method for paying a gaming machine jackpot,
comprising:

generating a jackpot payment transaction request ~~from~~ by a jackpot payment user, the jackpot payment transaction request including a jackpot payment user identifier and a jackpot payment request value wherein the jackpot payment user identifier identifies the jackpot payment user;

verifying at a jackpot server that the jackpot payment request value is equal to ~~with~~ a jackpot signal value of a jackpot signal transmitted from a gaming machine;

authorizing at the jackpot server a transfer without a human jackpot payment

corroborating witness of a verified jackpot value to a player of said gaming machine; and
printing a jackpot payment transaction receipt including indicia that a human jackpot
payment corroborating witness is not required for the transfer of the verified jackpot value.

23. (Original) The method of claim 22 wherein the jackpot signal further includes at
least one of a gaming player identity value, a gaming machine identity value, a chronological
value, or gaming outcome data.

24. Canceled.

25. (Original) The method of claim 22 wherein verifying the jackpot value
comprises:
comparing the jackpot value of the jackpot signal to a maximum jackpot witness-less
manual payment value; and
requiring a jackpot payment corroborating witness if the jackpot value of the jackpot
signal is greater than the maximum jackpot witness-less manual payment value.

26. (Original) The method of claim 22 wherein the maximum jackpot witness-less
manual payment value is a selectable value.

27. (Original) The method of claim 22 wherein verifying the jackpot value
comprises:
comparing the jackpot payment request value of the jackpot payment
transaction request to a maximum jackpot witness-less manual payment value; and
requiring a jackpot payment corroborating witness if the jackpot payment request value
is greater than the maximum jackpot witness-less manual payment value;
else authorizing the jackpot payment transaction request without a payment corroborating
witness requirement.

28. (Original) The method of claim 27 wherein the maximum jackpot witness-less
manual payment value is a selectable value.

29. (Original) The method of claim 22 wherein verifying the jackpot value
comprises correlating the jackpot signal value with the jackpot payment request value.

30. (Original) The method of claim 29, further comprising:
rejecting the jackpot payment transaction request if the jackpot signal value is not equal to the jackpot payment request value; and
storing the jackpot payment transaction request rejection.

31. (Original) The method of claim 30 wherein transferring the jackpot value comprises crediting the jackpot value to a player account.

32. (Currently amended) The method of claim 22, further comprising:
transferring the jackpot value from the jackpot payment user to the ~~gaming~~ player of said gaming machine.

33. (Original) The method of claim 32 wherein transferring the jackpot value to a player comprises physically transferring a tangible value medium from the jackpot payment user to the player.

34. (Original) The method of claim 22, further comprising:
storing jackpot value transfer data in a jackpot payment data log.

35. (Original) The method of claim 34 wherein storing jackpot value transfer data comprises storing data representing at least one of the jackpot signal or the jackpot payment transaction request.

36. (Original) The method of claim 22 wherein authorizing a jackpot value transfer comprises:

determining if the jackpot payment user has an associated jackpot manual payment permission;

approving the jackpot payment transaction request if the jackpot payment user has an associated jackpot manual payment permission; and

assigning a jackpot value transfer authorization code.

37. (Previously presented) The method of claim 34 wherein:
storing jackpot value transfer data comprises storing the jackpot payment transaction request and the jackpot value transfer authorization code.

38. (Original) The method of claim 36, further comprising:
rejecting the jackpot payment transaction request if the jackpot payment user does not have an associated jackpot manual payment permission.

39. (Original) The method of claim 36, further comprising:
comparing the jackpot payment request value to a jackpot payment value limit associated with the jackpot payment user;
approving the jackpot payment transaction request if the jackpot payment request value is equal to or less than the jackpot payment value limit; and
rejecting the jackpot payment transaction request if the jackpot payment request value is greater than the jackpot payment value limit.

40. (Currently amended) A method for corroborating a gaming machine jackpot payment, comprising:
receiving a jackpot signal from the gaming machine at a jackpot server, said jackpot signal corresponding to a jackpot won by a ~~gaming~~ player of a gaming machine and including a jackpot value;
receiving a jackpot payment request at the jackpot server initiated by a jackpot payment attendant user at the gaming machine, said jackpot payment request including a user identification signal and a jackpot payment value inputted by the payment attendant, the payment user identifier identifying the payment attendant;
determining a jackpot payment authorization for the jackpot payment ~~user~~ attendant;
comparing the jackpot value and the jackpot payment value at the jackpot server;
authorizing the jackpot payment ~~user~~ attendant to pay the jackpot value to the winning player at the gaming machine without a human jackpot payment corroborating witness if the jackpot value and the jackpot payment value are equal;
paying the jackpot value to the ~~gaming~~ winning player; and
storing parameters of the jackpot value payment in a jackpot payment database.

41. (Currently amended) The method of claim 40, further comprising:
receiving a jackpot reimbursement request from a jackpot payment ~~user~~ attendant at a value station remote from the gaming machine, said transaction reimbursement request including the user identification signal;
comparing the user identification signal of the jackpot reimbursement request with the user

identification signal of the jackpot transaction request;

authorizing a reimbursement of the jackpot value to the jackpot payment ~~user~~ attendant if the user identification signals match; and

printing a jackpot transaction record indicating authorization of a transfer of the jackpot value without a human ~~corroborating~~ jackpot payment ~~user~~ corroborating witness.